Elements of the HUD (heads-up display) include:

1. **Target Reticle** – Targets objects in your environment. Enemies are highlighted in red, friendly objects in blue. Combat hazards are highlighted in orange.
2. **Party Status Bar** – Shows real-time status for squad health and shields. Also shows your squad's movement status.
3. **Radar** – Shows enemies that are in target range. Also shows map pins from the in-game map.
4. **Selection Bar** – Displays name of highlighted object and results of pressing A.

The combat system offers fine-tuned control of movements, decisions, and camera position. Core features include:

Targeting: Use R to move the targeting reticle. Abilities and weapons fire go to the center of your reticle.

Target Assist: A Target Assist icon highlights the enemy nearest the reticle. Pull LT to zoom the reticle view, increasing the accuracy of weapons you are already trained on. (You can train on a weapon by spending Talent points on that weapon.)

Accuracy: Sustained weapons fire reduces accuracy over time. However, the more training you have on a weapon, the longer your accuracy remains.

Accuracy is reduced through:

- **Kickback** – Weapons fire produces a kickback effect that reduces targeting accuracy.
- **Fatigue** – Sprinting eventually causes exhaustion. (Press A to sprint or to storm an enemy.)

Power Wheel: To access and use abilities, press and hold RB to bring up the Power Wheel.

Use L to browse the abilities for every squad member. Select an ability, and then press A to cue it up as an action.

You can also press X to map the ability. Tap RB when you want to fire it off.

Use R to point somewhere in the world and direct the action. Each squad member can have a single action declared.

Release RB to fire the action and use the ability.